REMARKS

This is in response to the Office Action mailed September 25, 2007. Claims 1-9 remain pending in the application after this Response, Applicant having canceled Claims 10-15 herein.

By the Action, the Examiner rejected Claims 1, 6, 8-11 and 15 under 35 U.S.C. § 102(e) as being anticipated by Luciano, Jr. (US 2003/0232638). The Examiner rejected Claim 12 under 35 U.S.C. § 102(e) an anticipated by or, under 35 U.S.C. § 103(a) as obvious over Luciano. The Examiner rejected Claims 2-5, 7 and 13-14 under 35 U.S.C. § 103(a) as being unpatentable over Luciano in view of Bennett et al. (WO 00/32286).

Independent Claim 1

In the prior art game of keno, players select players number from a group of keno numbers. For example, a player may select 20 numbers from the possible keno numbers 1-80. A set of game numbers are then selected, such as 20 game numbers from the possible keno numbers 1-80. If a sufficient number of game numbers match the player's numbers, the player may be declared a winner of the keno game and be awarded winnings.

Unfortunately, in the prior art, it is often difficult for the player to determine which of their numbers matched and which did not, and the matching portion of the game lacks entertainment. This problem of determining matches is excacerbated if the player is required to "daab" their numbers in order to be entitled to wins. Luciano is exemplary of this situation. Luciano discloses a keno game in which a player selects numbers from a set of keno numbers (see Figure 4 where the player has selected the numbers 24, 30, 35, 52, and 61 indicated by "check mark" from the keno

numbers 1-80). Further, when the game numbers are selected, they are highlighted (see Figure 5 and paragraph [0055], wherein highlighting has been added to selected game numbers 35, 54 and 71).

In this scenario, it is difficult for a player to assess whether player numbers have been matched and/or whether all game numbers have been matched to player numbers. In accordance with Luciano, an indicia ("highlighting") is provided to selected player numbers which match game numbers. However, that same highlighting is added to the keno numbers that were merely selected as game numbers and which didn't match. In addition, <u>no indicia</u> is provided to player numbers which did not match any of the game numbers. The latter situation is particularly difficult when the player is required to daub matches of game and player numbers in order for them to be valid. In that case, the player can not tell if all of their player numbers were compared to game numbers.

The present invention addresses these issues by providing a secondary indicia <u>for each</u> player number. If the player number matches a game number, the secondary indicia has an attribute indicating a match. If the player number does not match any game number, the secondary indicia has an attribute indicating no match. In this manner, a player can easily see that each player number has been compared to each game number. If no matches occurred, then the secondary indicia indicates such. If a match did occur, then the secondary indicia indicates such as well.

Thus, relative to Claim 1, Applicant asserts that Luciano does not disclose a keno game where a secondary indicia is associated with <u>each player selected number</u>, with the secondary indicia for player numbers which matched game numbers having an attribute indicating a match, and the secondary indicia for player numbers which did not match game numbers having an attribute

indicating no match. Again, as indicated above, Luciano at most discloses highlighting game numbers. Luciano does not disclose providing indicia indicating "no match" in association with player numbers that didn't match any game numbers.
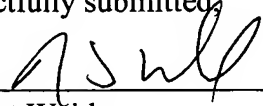
<u>Dependent Claims 2-9</u>

Applicant asserts that dependent Claims 2-9 are allowable for at least the reason they depend from allowable Claim 1, and for the reason that these claims define additionally patentable subject-matter.

Again, Applicant asserts that Luciano does not disclose the base method as claimed in Claim 1. Applicant asserts that Bennett does not solve that shortcoming. Bennett discloses use of an animated character, such as a "Mr. Cashman" character. However, Bennett does not disclose use of different types of indicators to identify or designate matching and non-matching player/game numbers.

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Summary

Applicant asserts that Claims 1-9 are in a condition for allowance and respectfully request a notice as to the same. If any matters remain outstanding, the Examiner is invited to contact the undersigned by telephone.

Respectfully submitted,

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